

ATARI 800 32K diskette

QS QUALITY SOFTWARE

Jeepers Creepers





JEEPERS CREEPERS

ATARI Version

By James Albanese

Written using QS FORTH (a Quality Software Product)

LOADING JEEPERS CREEPERS

Your Jeepers Creepers diskette will load on any Atari Personal Computer System with at least 32K of user memory and at least one Atari 810 compatible disk drive. Turn off the computer, then insert the diskette into drive 1 and turn the computer on. After the program loads, press the yellow START key to begin play.

THE CAST OF CHARACTERS



THE BUG — he's your man



THE WASPS — their sting is lethal



THE BEETLE — he eats the wicked Wasps

JOYSTICK CONTROL

Jeepers Creepers requires one joystick controller plugged into controller jack 1. The joystick is used to move the Jeepers Creepers Bug.

The red button is used to begin action and also for "jumping", which is described later.

TO COAST OR NOT TO COAST

Two modes are available for moving the Jeepers Creepers Bug. These are called the "coast on" mode and the "coast off" mode. The difference between the two modes is as follows:

COAST ON: When the joystick is in the neutral position the Bug will continue to move (coast) in the direction it is currently going. It will continue to coast until it can go no further in the current direction or until an intersection is reached and the joystick is currently being pushed in a legal direction. The advantage of the "coast on" mode is that it is less tiring on your hand.

COAST OFF: When the joystick is in the neutral position the Bug stands still. The advantage of the "coast off" mode is that it allows you to stand off the Wasps (when the Bug is stationary the Wasps may get disoriented and fly off).

The coast mode can be changed whenever action stops (see PAUSING, below). It cannot be changed while the game is in progress. To change the coast mode, press the SELECT key.

PAUSING

The game pauses before each maze begins and whenever one of your Bugs is stung. To start action, press the red button on the joystick. If you want to stop action in the middle of a maze, you may press the OPTION key. This freezes all action until you press the OPTION key again.



THE MAZES

You may encounter as many as four different mazes as you get proficient at Jeepers Creepers, and each maze appears more than once. The four mazes are:

NUMBER ONE
SCRAMBLER
BRICK WALL
SKULL RUN

Each time you return to a maze you have seen before, the Wasps swarm more fiercely. Inside each maze you will find a few squares with objects inside them. These squares have special results. The jump and beetle squares are explained below. We will let you discover for yourself the meaning of the other special squares.

SCORING

The object of Jeepers Creepers is to get as many points as you can, or to get to as many mazes as you can. Points are scored by drawing lines around the rectangles that comprise each maze. Points may vary from square to square. An additional 250 points are scored for each Wasp eaten by a Super Beetle. At the beginning of the game you have five Bug "lives", and lives are added at other stages of the game. The game is over when you run out of Bug "lives". Pressing the red button will start a new game.

JUMPING

There are times when the only way to escape the deadly sting of the Wasps is to jump. To earn jumps you must draw lines around the squares that contain the word "jump". Then when it becomes necessary you may press the red button on the joystick, which will jump your Bug away from the immediate vicinity to a random spot elsewhere in the maze. It is possible to jump and land on or near a Wasp that is not close to you at the time of the jump. If you have no earned jumps left, pressing the red button will have no effect.

THE FRIENDLY BEETLES

When you draw lines around a square that contains the image of the Beetle, a normal Beetle will appear right under you, and will then seek out a Wasp. If a normal Beetle eats a Wasp, both Beetle and Wasp retire to the top of the screen. There are also from one to three secret squares in each maze underneath which Super Beetles are hiding. These secret squares vary from maze to maze and from game to game. Normal Beetles are slow and can eat one Wasp. Super Beetles can, for a brief period of time, move very fast and eat as many Wasps as they can catch until they turn back into normal Beetles. Both Super Beetles and normal Beetles disappear from the maze if your Bug is stung by a Wasp.

STUBBORN RECTANGLES

Once in a long while you may discover a "stubborn" rectangle that will not fill in immediately. It will fill in when you fill in another rectangle or when you jump. In the very unusual case that the last rectangle you fill is "stubborn" and you are out of jumps, you will be stuck forever on the current maze.

REPLACEMENT POLICY

Jeepers Creepers is provided on a high quality diskette that should give you trouble free usage for many years. If the diskette should fail, simply return it for replacement to Quality Software, 6660 Reseda Boulevard, Suite 105, Reseda, CA 91335. If you have owned the diskette less than 90 days, include your receipt and there will be no charge. Otherwise there is a charge of \$5.00. For those outside the U.S.A., please include enough additional funds to cover return postage.

**NAIL-BITING ARCADE EXCITEMENT
FOR THE ATARI 400 OR 800
PERSONAL COMPUTERS**

jeepers creepers

by James Albanese

You draw lines around boxes in a maze. When you fill in a box you earn points and other bonuses. But beware the evil Wasps — they're out to sting you! If you're lucky, a Wasp-eating Beetle will come along. Fill in the whole maze and go on to another, more difficult one. The fast action and exciting sound effects will drive you buggy!

**ON DISKETTE — REQUIRES 32K USER MEMORY,
ONE JOYSTICK, AND ONE DISK DRIVE**



QUALITY SOFTWARE

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